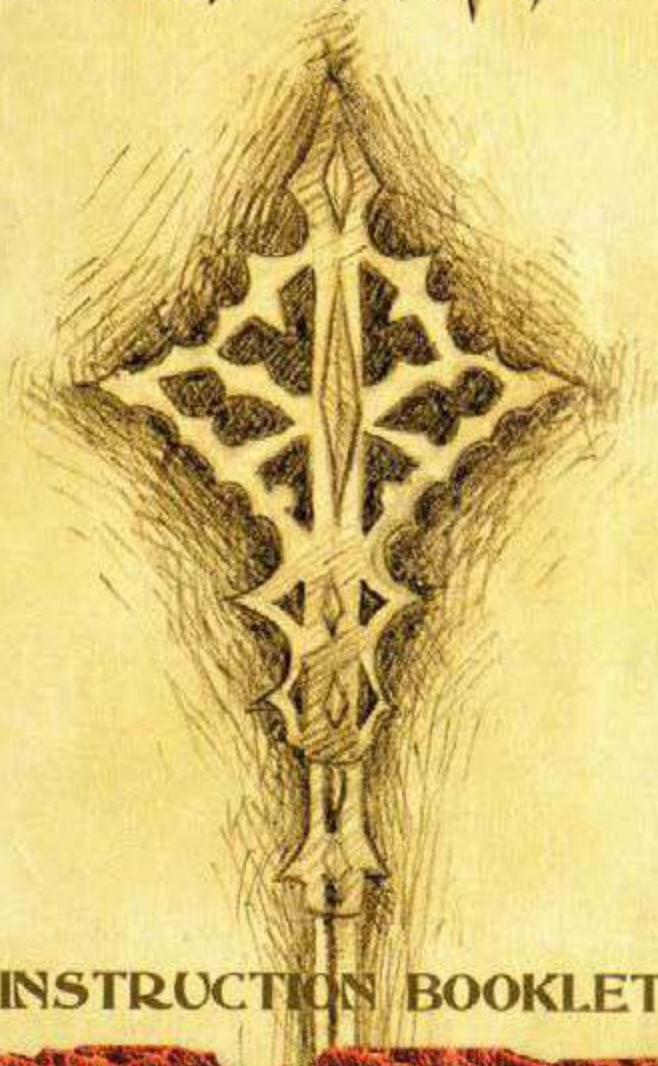
NUS-NMEE-USA

MACE™
The Dark Age



INSTRUCTION BOOKLET

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

MIDWAY

NINTENDO 64

WARNINGS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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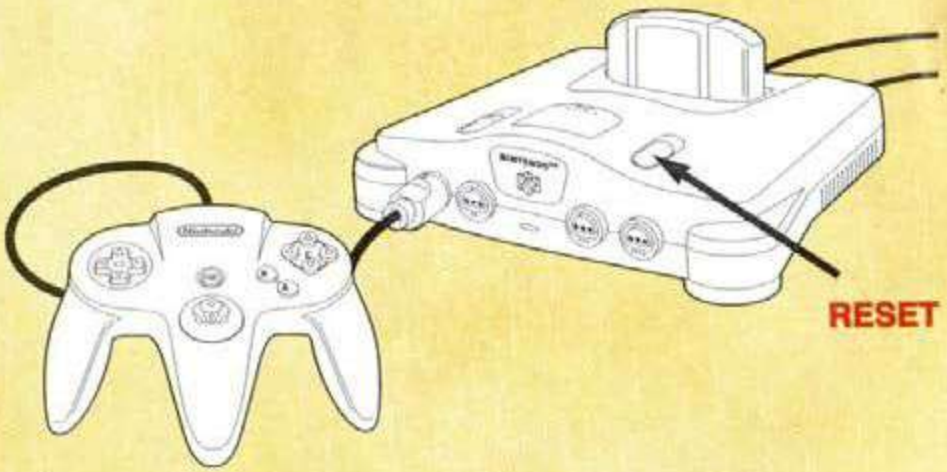
GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

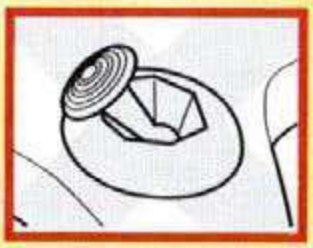
- Turn the power **OFF** on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.



CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the Controller.



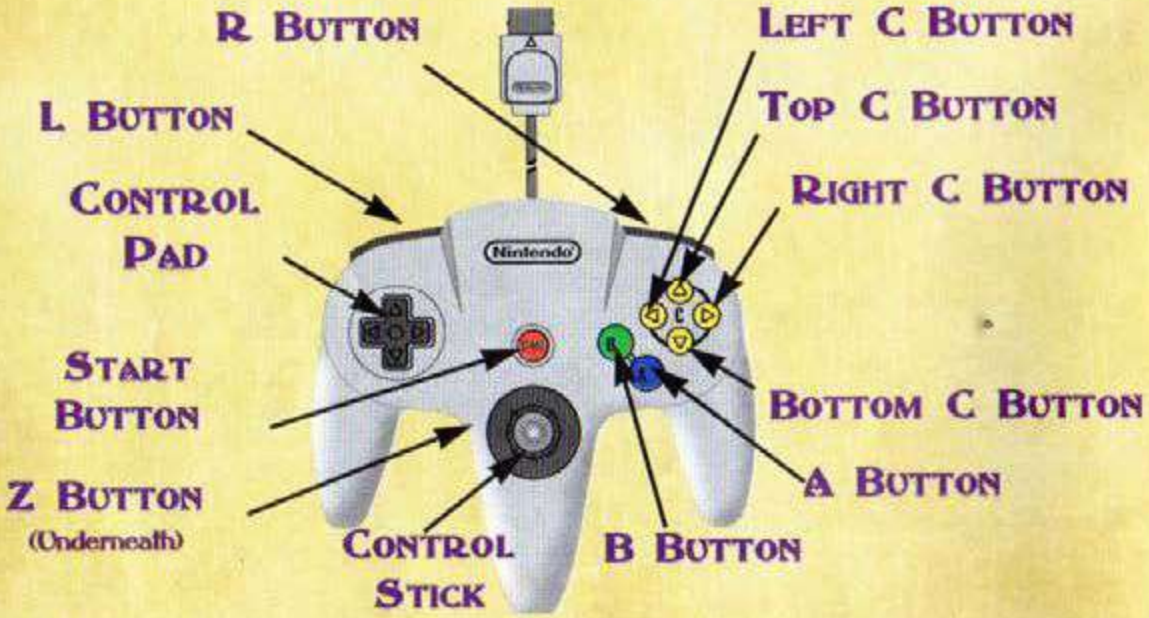
If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.

To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you begin your game familiarize yourself with the controls.



MENU SELECTIONS

- Control Pad or Control Stick UP, DOWN, LEFT or RIGHT to highlight options
- Press the A BUTTON to select options

Press START to pause the game. To quit a game in progress, press START, then press SELECT.

The Continue/Quit menu will appear. Select "Quit", then select "Yes" to exit the game, or select "Continue" to return to your game.

DEFAULT CONTROLS

MOVE INDEX

B	-	Back	S	-	Strong
D	-	Down	K	-	Kick
F	-	Forward	E	-	Evade
J	-	Jump	Q	-	Quick

For Example:

F + Q + S means: Hold down FORWARD, QUICK and STRONG simultaneously to execute the move.

D, F, Q means: Press DOWN, then FORWARD, then QUICK to execute the move.

NOTE: To find the moves for a character, go to THE WARRIORS, pgs. 12 - 33.

START/OPTIONS

Following the opening title screens or during the demo, press START to view the START/OPTIONS Screen. Select START to go right to the Warrior Select Screen (see WARRIOR SELECT, pg. 8) or Options to view the Options Screen (see next page).

OPTIONS

Make modifications to your game's default options configuration. To make changes, press your Control Pad UP or DOWN to highlight the option you want to change, then press the A BUTTON to cycle the options. Here are the options:

DIFFICULTY
Set the game's difficulty to meet your level of expertise. Select settings ranging from 1 (easiest) to 3 (most difficult).

TIMER ADJUST
You can set the Match time to 30, 60 or 90 seconds. A lower time may result in more unfinished matches, so decide whether or not you can dispose of your opponent quickly before you make changes.

CONTINUES
The amount of Credits (Continues) you select determines how many times you can fight a rematch following a defeat. Select from 1 to 7 credits.

FATALITY
Turn Fatalities ON or OFF.

CONTROL CONFIGURE
See next page.

GORE
Turn the Gore setting ON if you want to see blood. If you're a bit squeamish, turn this setting OFF.

HIGH SCORE
View the game's high scores. Get your name up there.

CONTROL CONFIGURE

Configure your controller any way you like. Here's how:

Press the button of the control you want to modify, then press Control Pad or LEFT or RIGHT to cycle through the available actions. When the action you want for that button appears, repeat the process to make more changes, or press START.

You'll be given the option to press START again and accept the new configuration, SET TO PREVIOUS settings saved or SET TO DEFAULT settings.

AUDIO

Mace lets you make adjustments to the game's Music and Sound FX volumes, and listen to all the sounds and music in the game.

To adjust volume levels for Music and Sound FX:

· Highlight Music or Sound FX, the press the Left C Button or Right C Button to make adjustments.

To listen to music or sounds:

· Highlight the word SELECT located below the Music and Sound FX options. Press the LEFT C BUTTON or RIGHT C BUTTON to cycle each sound. Press the A BUTTON to play a sound or the B BUTTON to stop sounds or music. When you're finished, press START to exit the option.

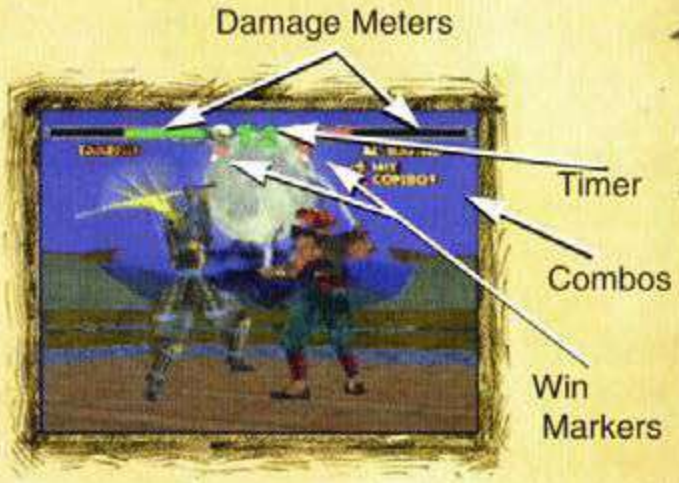
WARRIOR SELECT

Press the Control Pad UP, DOWN, LEFT or RIGHT to highlight one of the 10 selectable Warriors in the game. As you highlight characters, they appear to the left or right of the screen, depending on which controller you're using. When you've found the character you want, press the A BUTTON to select.

To change the color of a Warrior, hold down the L or R BUTTON (Evade), then press the A BUTTON to select.

After you've been defeated in the arena, this screen will appear again if you use a Continue (see CONTINUES, pg. 6). Repeat the above procedure to select any Warrior and continue the fight.

THE ARENA



The main game screen displays each Warrior's Name and Damage Meters, and a Timer is located in between. Read the following information to familiarize yourself with each item on-screen:

DAMAGE METERS

As the battle ensues, your green Damage Meter will diminish (turning yellow) as you take on damage. As your condition turns critical, the meter will turn red. This is the time to avoid your opponents punches, counter attack and put your opponent away. When your meter is completely black, you're finished.

WIN MARKER

When you fight and win, a marker will appear, representing each win. The first player to achieve two markers wins the match.

COMBO DAMAGE

The Warriors in Mace: The Dark Age can inflict heavy damage with multiple punch combos. When you land a nice combo, the number of hits landed briefly appears on-screen.

TIMER

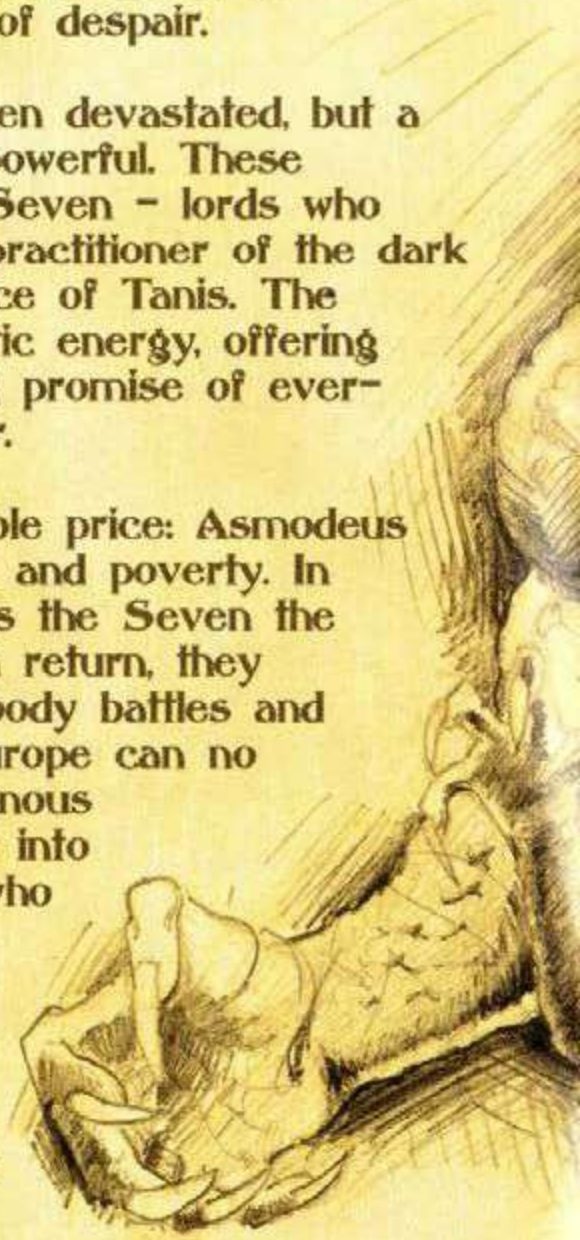
The matches don't last forever, so keep your eye on the Timer. When time is up, the healthier opponent wins the match. You can modify the amount of time for each match. See. TIMER ADJUST, pg. 6.

THE HISTORY

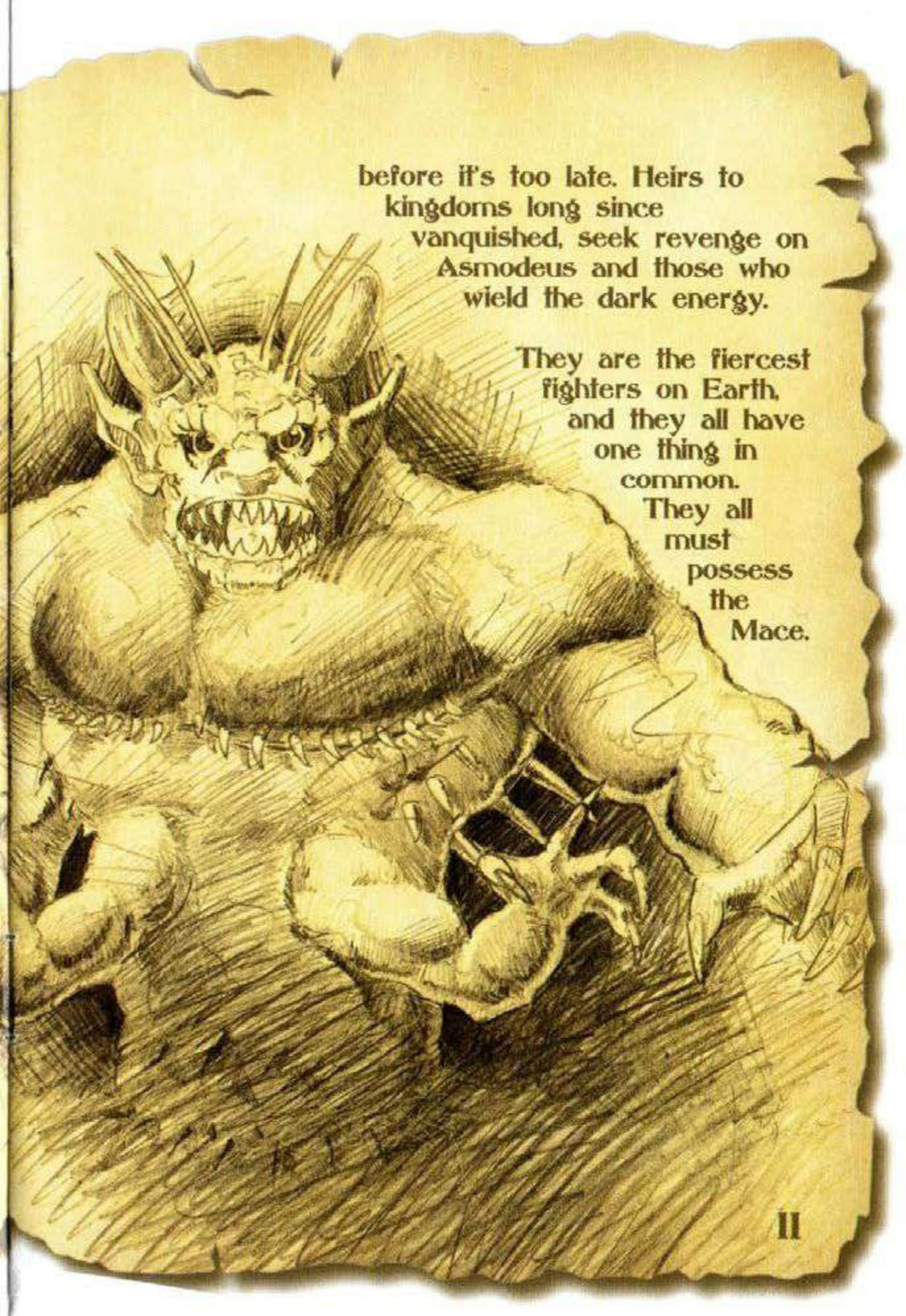
For centuries an impenetrable darkness has shrouded Europe and Northern Africa, with countless victims succumbing to the ravenous hunger of unchecked pestilence and war. Once a promising glimpse of humanity's potential, the cradle of civilization has become a well of despair.

Many great kingdoms have been devastated, but a select few have grown more powerful. These comprise of the Covenant of Seven - lords who have allied with Asmodeus, a practitioner of the dark arts who wields the fabled Mace of Tanis. The Mace is embued with necropotic energy, offering those who wield it a tantalizing promise of ever-lasting life and unbridled power.

With this power comes a terrible price: Asmodeus must feed off despair, disease, and poverty. In limited doses, Asmodeus grants the Seven the power they need and crave. In return, they expand their kingdoms with bloody battles and torment their peasants. But Europe can no longer sustain Asmodeus' ravenous appetite. He now reaches East into the Orient, to find new lords who yearn to sample the dark powers.



But there is a rebellion. Each of the Seven, addicted to the corrupting power of the Mace, dispatch their best warriors to kill Asmodeus and steal his power. Leaders from the east sense Asmodeus' plottings and strive to destroy him


before it's too late. Heirs to kingdoms long since vanquished, seek revenge on Asmodeus and those who wield the dark energy.
They are the fiercest fighters on Earth, and they all have one thing in common. They all must possess the Mace.

THE WARRIORS

AL RASHID

The evil Al Rashid was raised from birth to become a master in the arts of the unseen death. The son of Khalid, King of Assassins, he was raised in a towering fortress high in the mountains of Northern Arabia.. He wields twin scimitars, rumored to have been forged magically from the very winds of the Great Desert. These blades grant Al Rashid extreme speed, lightning reflexes, and the power to harness the forces of the wind. His mission is to kill Asmodeus and become King of Assassins himself.

COMBO STARTERS:

Air Quick - Q (in air near ground)
Block Attack - B + S

BASIC COMBOS:

K, Q, K
S, S, Q

COMBOABLE SPECIALS:

Dodge Left - E + S
Dodge Right - E + Q
Sand Devil - Hold S for 2 seconds, then release
Flashcut Left - D, F, S (try following with D, F, Q)
Power Chop - Q + S (2nd attack is anti-crouch)
Sweep Kick - B + K
Big Spin Uppercut - F, D, F, S
Side Kick - B, F, K (try following with F + S and then Big Spin Uppercut)

B = Back, D = Down, F = Forward, J = Jump, Q = Quick S = Strong, K = Kick, E = Evade

STAND ALONE SPECIALS:

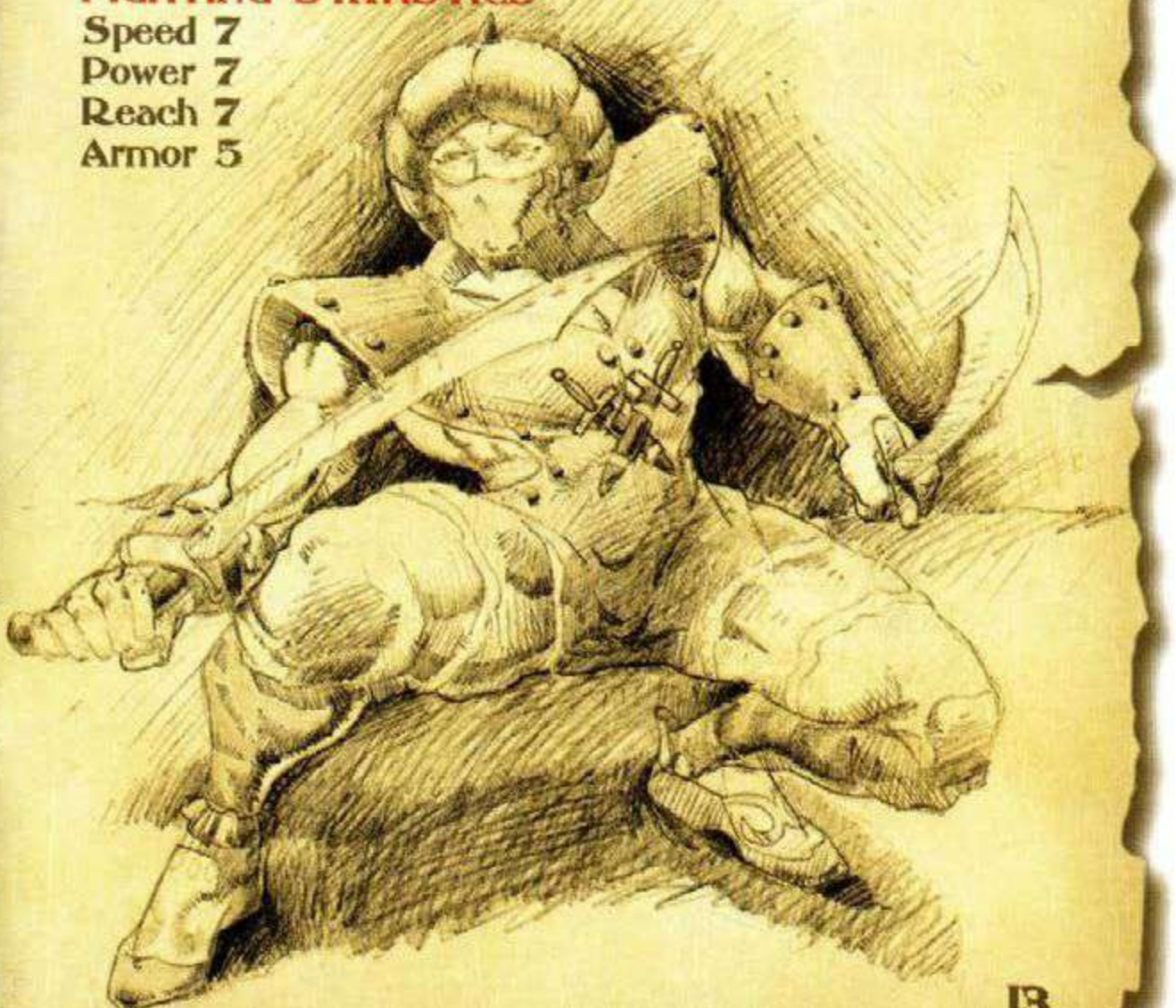
Blade Tornado - F, D, B, S
Double Chop - F + Q + S (anti-crouch)
Air Dive - B, F, Q (while in the air)

FATALITY

B, D, F, B, S (in close)

FIGHTING STATISTICS

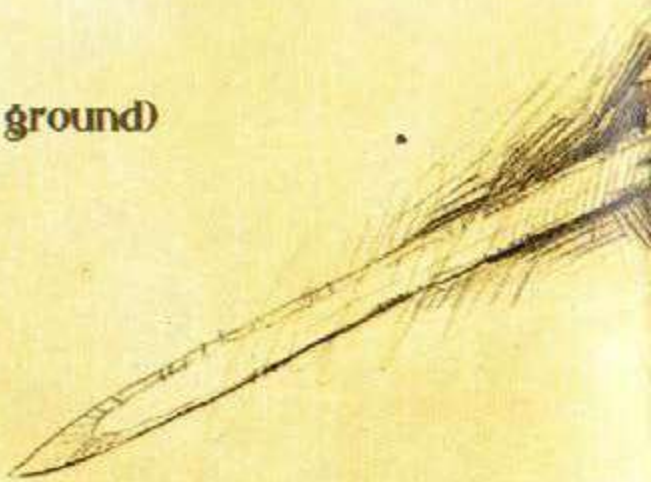
Speed 7
Power 7
Reach 7
Armor 5



THE WARRIORS

COUNTESS TARIA

The evil Countess Taria, daughter of the Duke of Iberia, one of the Covenant of Seven. She is a skilled fighter and a high priestess in black magic. She is in search of the ultimate power, and wants to place herself on the throne.



COMBO STARTERS:

Air Quick - Q (in air near ground)
Dagger Stab - B + Q
Left Side Attack - E + Q

BASIC COMBOS:

S, K, K
Q, Q, S

COMBOABLE SPECIALS:

Flip Kick - D, F, K
Fireball - D, F, Q
Right Side Attack - E + S
Double Low Spin - F, D, B, S (can be followed by another special after the 2nd Hit)
Rush Forward - B, F, S

B = Back, D = Down, F = Forward, J = Jump, Q = Quick S = Strong, K = Kick, E = Evade

STAND ALONE SPECIALS:

Bladegeyser - F, D, Q (can be followed with a special)

Air Fireball - D, F, Q (while in air)

Low Dagger - S + K (can be followed with a special)

Overhand - F + Q + S

High Thrust - Q + S (can be followed with a special)

FATALITY

Hold S, then release (within sweep distance)

FIGHTING STATISTICS

Speed	8
Power	7
Reach	7
Armor	7

THE WARRIORS

THE EXECUTIONER

The Executioner is good at his job, and has created a vast and well-stocked dungeon suited to his needs. He is loyal to Sir Dregan, one of the Covenant of Seven. In order to ensure that Dregan holds the reigns of power, the Executioner must put his considerable skills to the test in killing Asmodeus. And he thinks the Mace would make a cool torturing device.

COMBO STARTERS:

Head Stab - B + Q
Air Attack - Q (in air near ground)

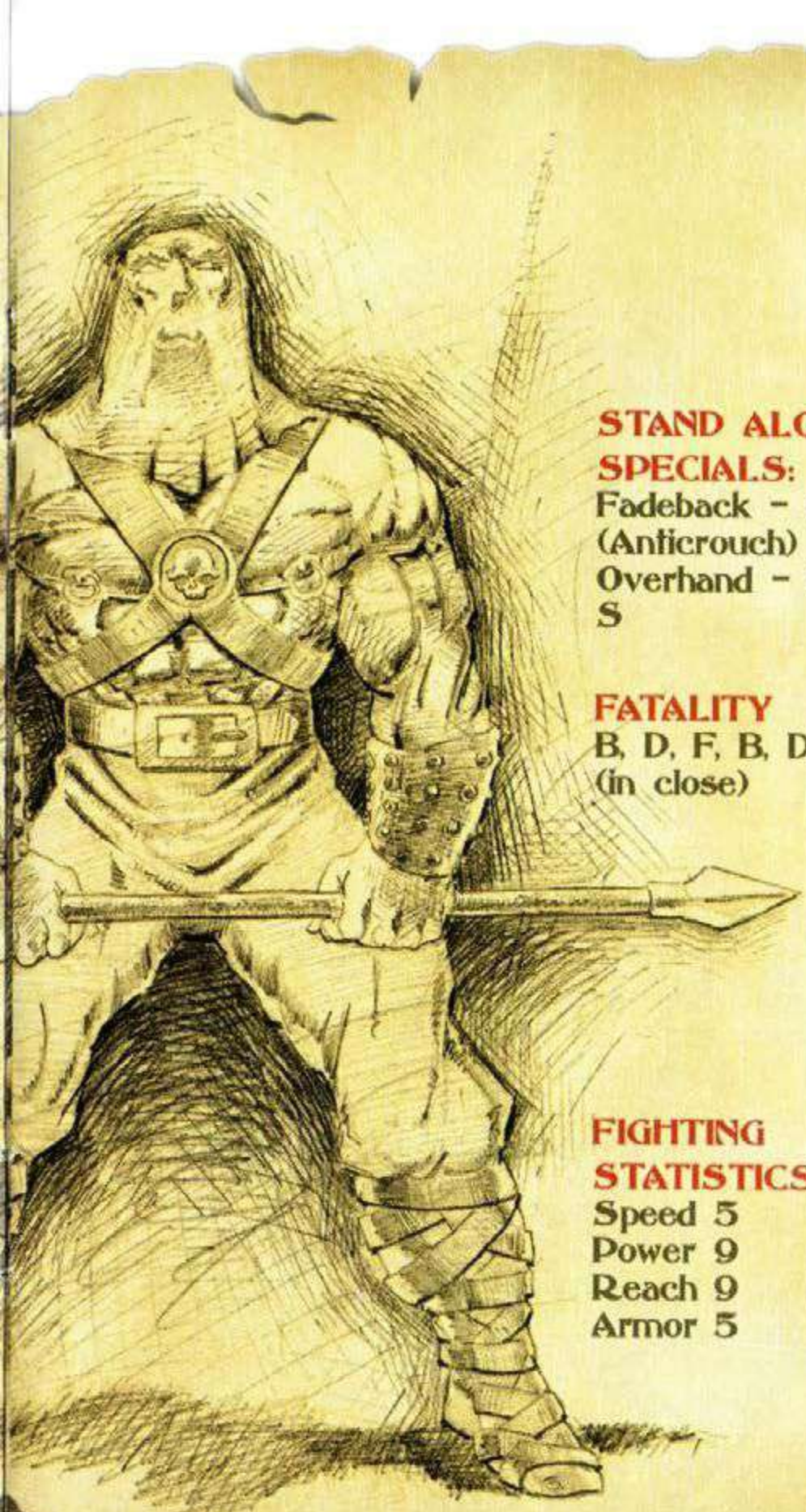
BASIC COMBOS:

S, K, Q
Q, Q, S

COMBOABLE SPECIALS:

Big Swing - B + S
Corps Kiss - D, F, Q
Devastator - B, F, Q
Axe Hook - B, D, F, S (Hooks then throws opponent)
Sweepchop - D, B, S (Sweep then anticrouch)

B = Back, D = Down, F = Forward, J = Jump, Q = Quick =Strong, K = Kick, E = Evade



STAND ALONE SPECIALS:

Fadeback - Q + S
(Anticrouch)
Overhand - F + Q + S

FATALITY

B, D, F, B, D, F, Q
(in close)

FIGHTING STATISTICS

Speed 5
Power 9
Reach 9
Armor 5

THE WARRIORS

KOYASHA

The highest ranking master of Ninjutsu in her native land, said to be the deadliest ninja ever to walk the Earth. She is now working for mysterious powers who want to seize control of the Mace for purposes unknown.

COMBO STARTERS:

Air Quick - Q (in air near ground)
Far Stab - Q + S
Back Kick - S + K (jumping cross over)

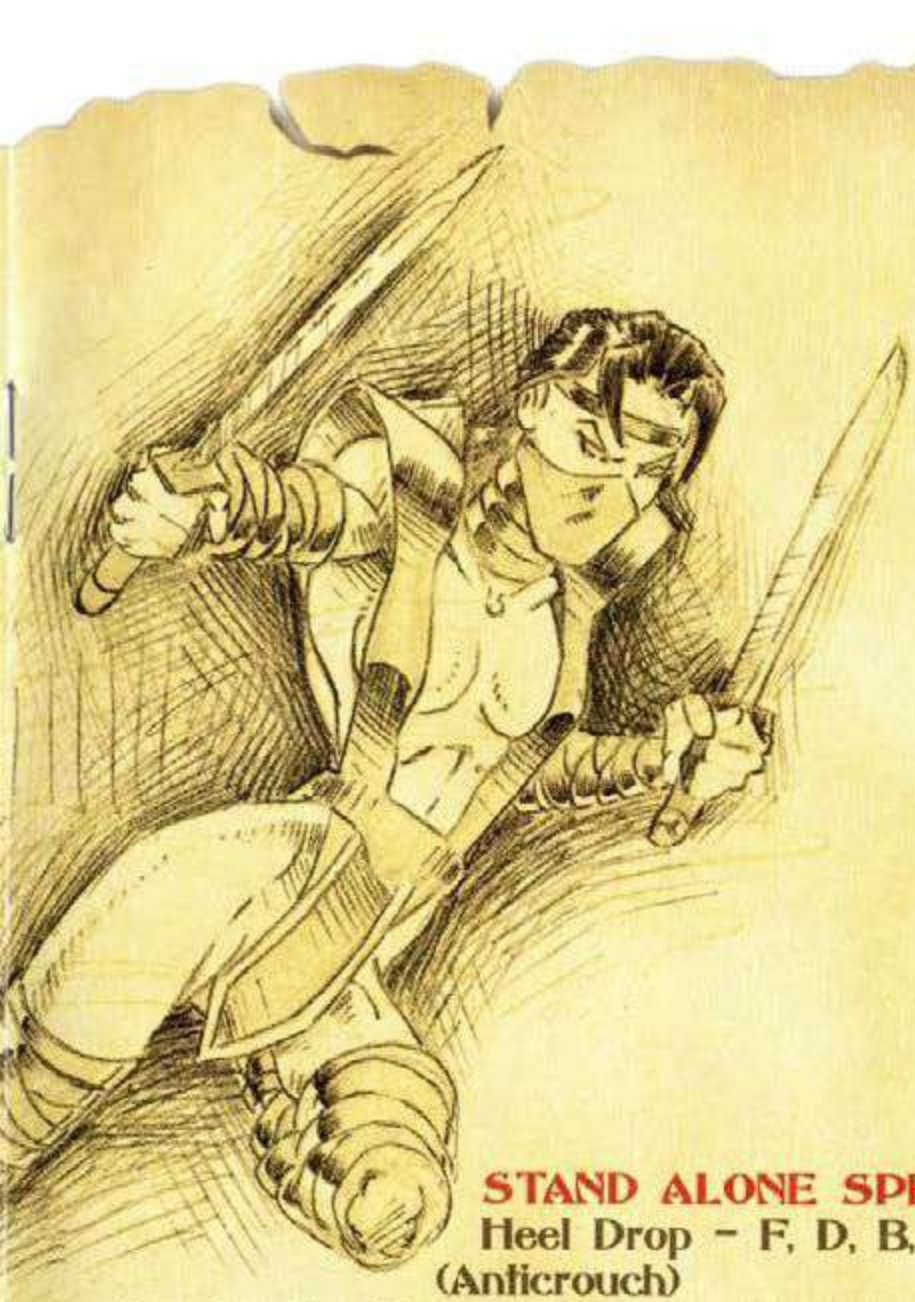
BASIC COMBOS:

S, Q, K
Q, K, K

COMBOABLE SPECIALS:

Spin Kick - B, D, F, K (can be done up to 3 times, and followed with a special)
Left Attack - E + Q
Ankle Biter - E + S
Lowhigh - F, D, F, S
Sweep - B + K
Deception - F, D, B, S (can be followed with special)
Slide - B, F, K (can be followed with special)
Electo Shuriken - D, F, Q, (tap Q again for another one)

B = Back, D = Down, F = Forward, J = Jump, Q = Quick S = Strong, K = Kick, E = Evade



STAND ALONE SPECIALS:

Heel Drop - F, D, B, K
(Anticrouch)

Overhand - F + Q + S

Air Grab - Q + S (must be in air near standing opponent)

FATALITY

B, F, B, F, Q

FIGHTING STATISTICS

Speed 10
Power 6
Reach 5
Armor 3

THE WARRIORS

LORD DEIMOS

A member of the Covenant of Seven, Lord Deimos rules his populace with an iron grip atop his mountain fortress in his native Bavaria. No one currently alive has seen his face, and few are allowed inside his dark castle. Further, it is told, his blood-red armor is forged of molten lava, hand-forged by the very demon himself. Now that the covenant of Seven are battling each other, Deimos seeks to kill Asmodeus and rule all the known lands with the evil power.

COMBO STARTERS:

Air Quick - Q (in air near ground)
Iron Fist - B + Q

BASIC COMBOS:

S, S, Q + S
S, D + S, D + S

COMBOABLE SPECIALS:

Soul Kick - B, F, K
Hell-icopter - B, D, F, S (can be followed with a special)
Shoulder Rush - F, F, S (can be followed with Quick Power)
Fire Wall - B, D, F, Q
Quick Power - B, F, S

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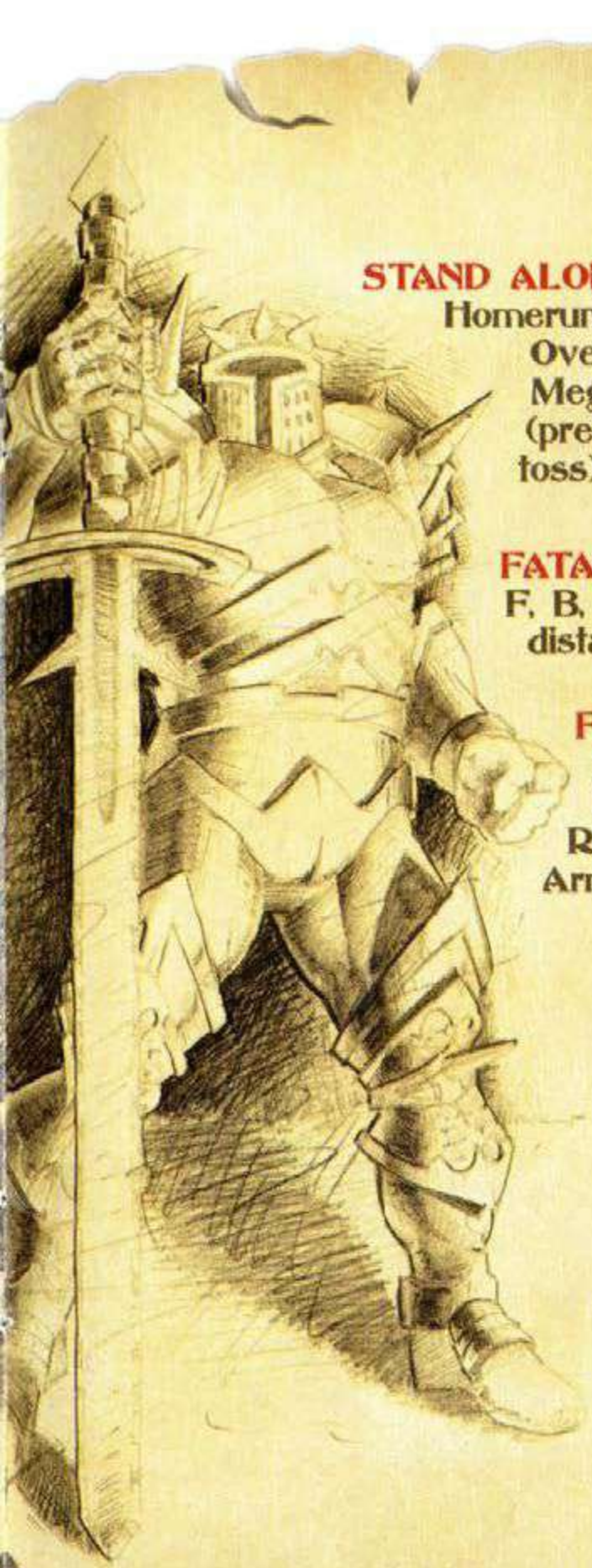


STAND ALONE SPECIALS:

Homerun Swing - Q + S

Overhand - F + Q + S

Mega Thrust - B + Q + S

(press Q when hitting to toss)

FATALITY

F, B, D, F, S (within sweep distance)

FIGHTING STATISTICS

Speed	5
Power	9
Reach	10
Armor	9

THE WARRIORS

MORDOS KULL

A battle-scarred veteran of countless wars, Kull's weapon is for sale to the highest bidder. An orphan with an unknown family history, Kull was raised by gypsy peasants in the rugged Italian foothills. He learned to fight by experience, throwing off the marauding brigands. He found he fought most effectively with a morning star, a devastating weapon that causes massive internal injuries. He is being paid to kill Asmodeus, but he may have plans of his own.

COMBO STARTERS:

Air Quick - Q (in air near ground)

BASIC COMBOS:

S, Q, B + S
Q, S, Q

COMBOABLE SPECIALS:

Dragon Strike - F, D, F, S
Shield Rush - B, F, S (can be followed with Dragon Strike)
Side Kick - B, F, K (can be done up to 3 times)
Dodge Left - E + S
Dodge Right - E + Q
Helliattack - B, D, F, S (can be followed with a special)

B = Back, D = Down, F = Forward, J = Jump, Q = Quick S = Strong, K = Kick, E = Evade

STAND ALONE SPECIALS:

Block high, go low - F, D, B, Q (Defensive Attack)

Block low, go high - F, D, B, S (Defensive Attack, Anitcrouch)

Sweep - B + K

Anticrouch - F + Q + S

Flail Twirl - B + Q + S (can be followed with a special)

Bell Ringer - Q + S (can be followed with a special)

FATALITY

D, D, B, S (in close)

FIGHTING STATISTICS

Speed	7
Power	8
Reach	8
Armor	7

THE WARRIORS

NAMIRA

Kidnapped from the royal palace and sold into slavery as a child, Namira grew up in the harem of a lesser sultan whose deviant appetite for pleasure was as twisted as his hideous face. Combining a deadly, swift scimitar with a seductive style of fighting that mesmerized her opponents, Namira is a lethal killing machine. Namira seeks to learn the truth about her identity from Asmodeus, killing him if she has to.

COMBO STARTERS:

Air Quick - Q (in air near ground)

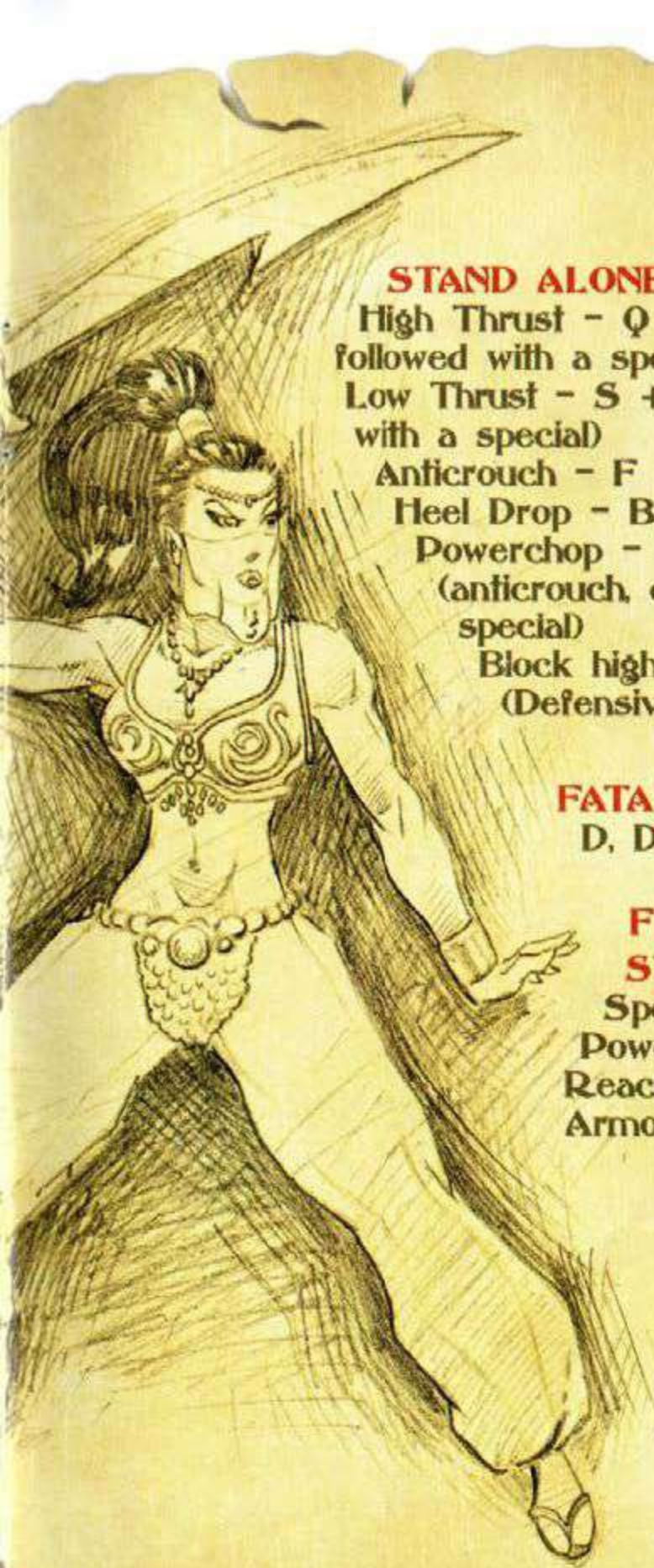
BASIC COMBOS:

K, S, Q
K, K, B + K

COMBOABLE SPECIALS:

Spin Left - B + Q (can follow with another spin by hitting Q again)
Spin Right - B + S (can follow with another spin by hitting S again
Heelslap - D, F, K (can be followed by K)
Sweep - B + K
High Kick - F, F, K
Twirl - Q + S + K
Dodge Slash - E + S

B = Back, D = Down, F = Forward, J = Jump, Q = Quick S = Strong, K = Kick, E = Evade



STAND ALONE SPECIALS:

High Thrust - Q + S (can be followed with a special)

Low Thrust - S + K (can be followed with a special)

Anticrouch - F + Q + S

Heel Drop - B, F, K (anticrouch)

Powerchop - B + Q + S (anticrouch, can be followed by special)

Block high cutlow - F, D, Q (Defensive Attack)

FATALITY

D, D, B, F, K (in close)

FIGHTING STATISTICS

Speed	9
Power	5
Reach	7
Armor	3

THE WARRIORS

RAGNAR BLOODAXE

A beserker from the icy fjords of the great north, his strength and rage are unmatched in all the land, and the quick strikes from his twin axes are deadly indeed. Little is known about his motivations to seek out Asmodeus and recover the Mace of Tanis.

COMBO STARTERS:

Air Quick - Q (in air near ground)

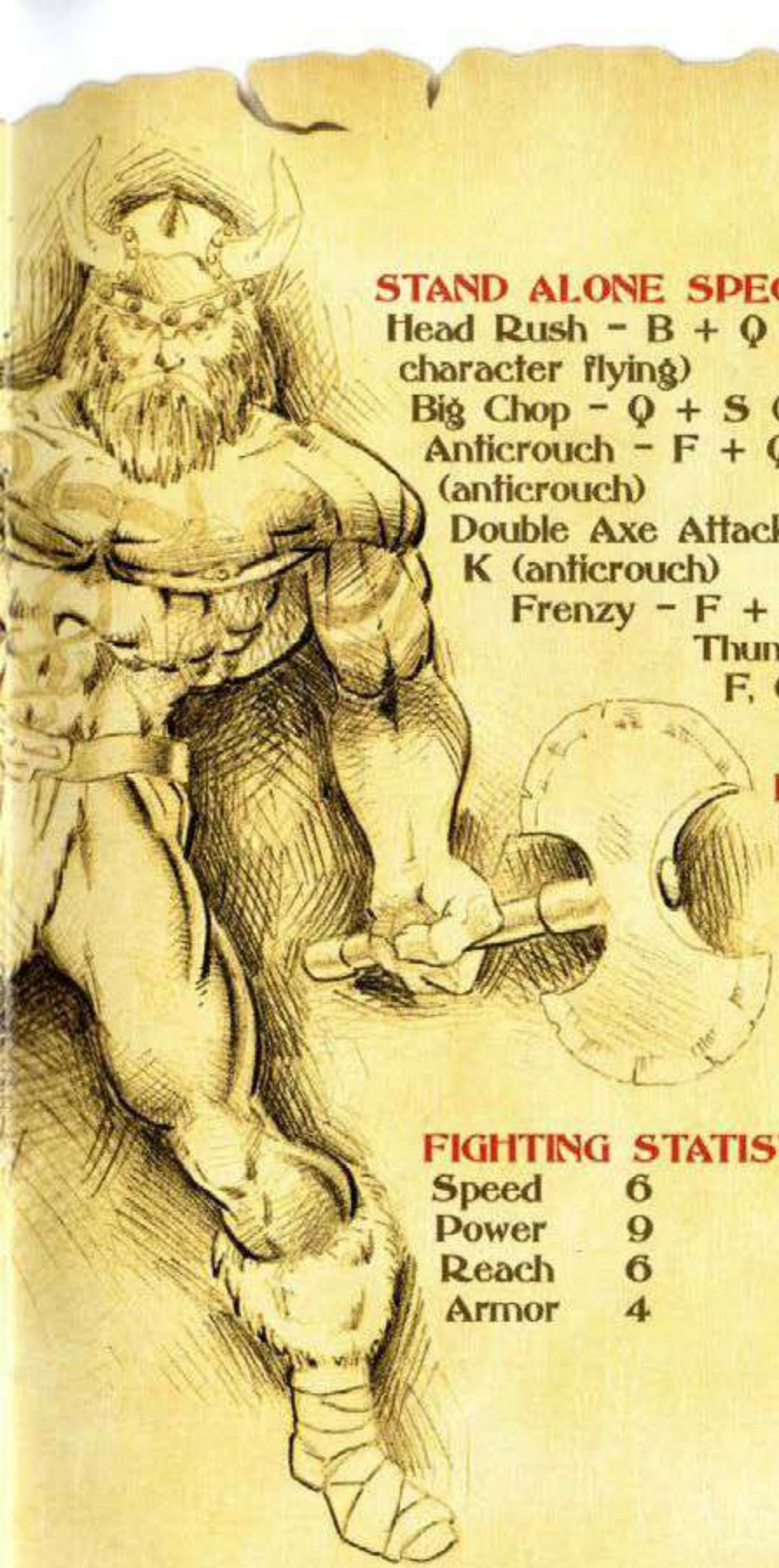
BASIC COMBOS:

Q, S, Q + S
S, Q, Q

COMBOABLE SPECIALS:

Vallhala Sweep - B, D, F, S
Roll n' Scoop - B, F, K
Fake Roll n' Scoop - F, F, K (Horns hit but there is no scoop)

B = Back, D = Down, F = Forward, J = Jump, Q = Quick,S=Strong, K = Kick, E = Evade



STAND ALONE SPECIALS:

Head Rush - B + Q + S (sends character flying)

Big Chop - Q + S (anticrouch)

Anticrouch - F + Q + S (anticrouch)

Double Axe Attack - Q + S + K (anticrouch)

Frenzy - F + tap Q quickly

Thunder Clap - B, F, Q

FATALITY

B, D, F, B, K (in close)

FIGHTING STATISTICS

Speed	6
Power	9
Reach	6
Armor	4

THE WARRIORS

TAKESHI TSUNAMI

Born the second son of a noble and powerful Japanese family, he is the youngest Samurai in the Emperor's high command. He is out to restore the family honor and redeem his brother Ichiro, who has succumbed to the dark spell of Asmodeus.

COMBO STARTERS:

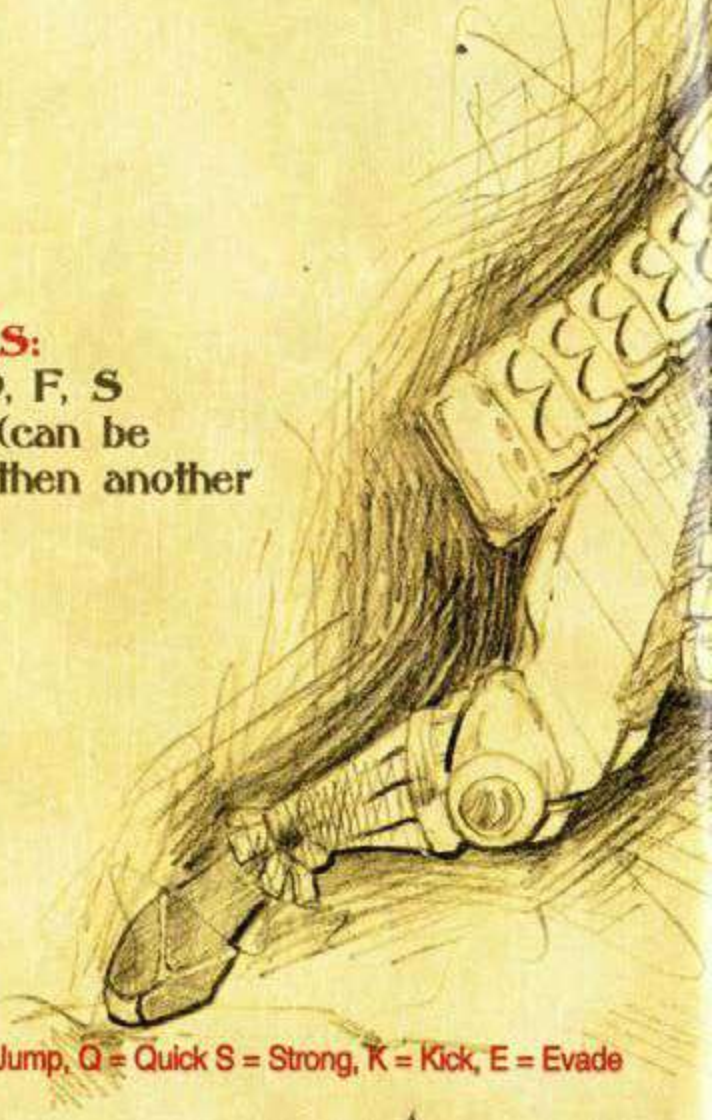
Air Quick - Q (in air near ground)
Steel Waterfall - F, D, B, S
Hop Kick - B, F, K

BASIC COMBOS:

S, Q, S
Q, Q, S

COMBOABLE SPECIALS:

Flipping Uppercut - B, D, F, S
Energy Palm - B, F, S (can be followed by Q + S and then another special)



B = Back, D = Down, F = Forward, J = Jump, Q = Quick S = Strong, K = Kick, E = Evade

Typhoon Fury - F + Tap Q quickly

STAND ALONE SPECIALS:

Sweep - B + K

High Thrust - Q + S (can be followed with a special)

Low Thrust - S + K (can be followed with a special)

Zen Dodge - E + S (can be followed with a special)

Left Spin - E + Q (can be followed with a special)

Dodge Slash - F + Q + S

FATALITY

F, D, B, D, F, S (in close)

FIGHTING STATISTICS

Speed	8
Power	7
Reach	7
Armor	8

THE WARRIORS

XIAO LONG

Born the son of a Chinese Warlord, Xiao Long was trained in the skills of martial combat. When he was fourteen, Xiao's father Khan burned out Xiao's eyes and cast him outside the city walls to meet his fate. Taken in by the monks, Xiao has become a deadly fighter by mastering the Sixth Sense. Sensing that a great evil is encroaching, Xiao sets out to prevent the spread of pestilence to his native land. To do so, he must vanquish Asmodeus and destroy the Mace.

COMBO STARTERS:

Air Quick - Q (in air near ground)
Kneehit - Tap B + Q
Hop Kick - B, F, K

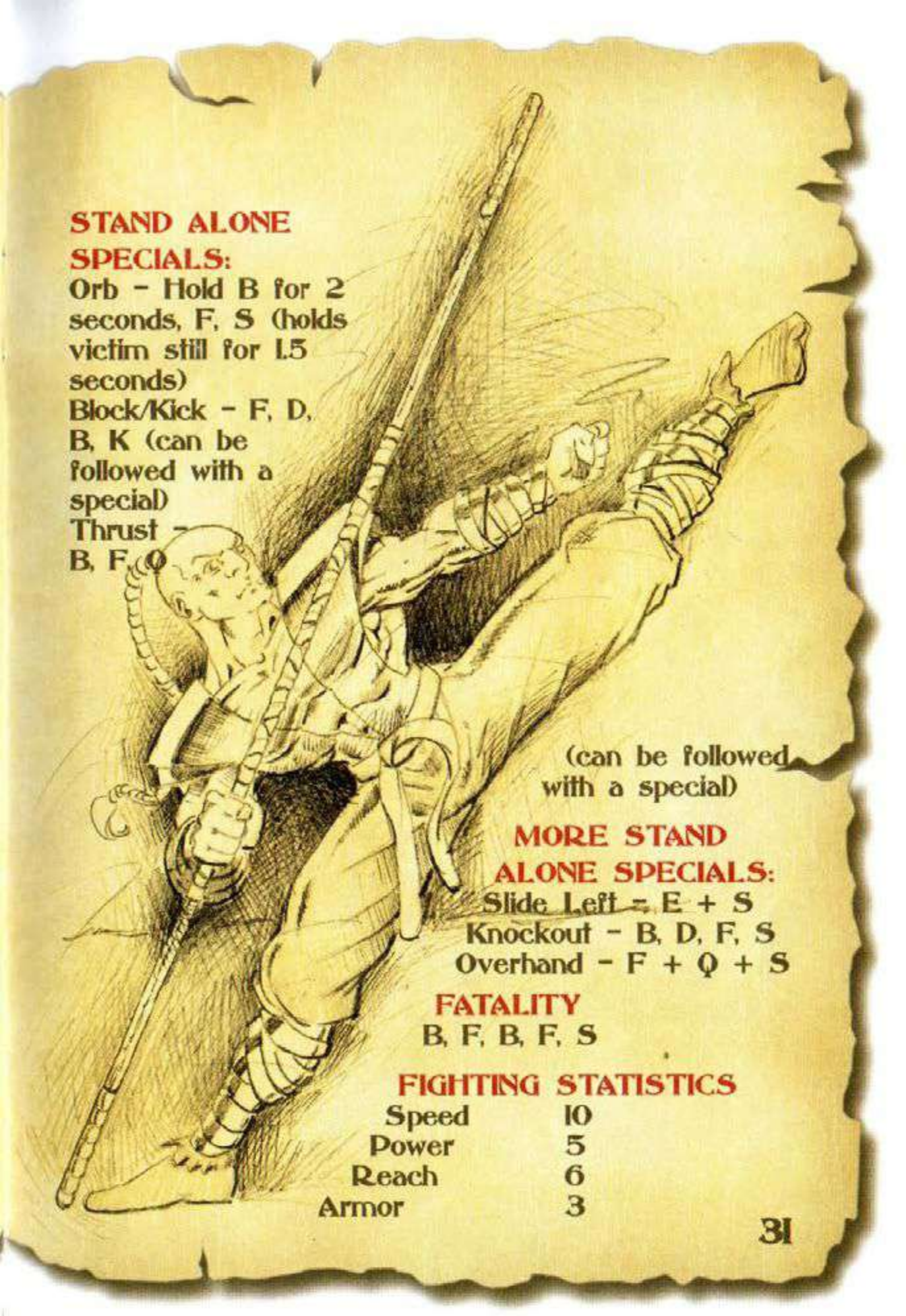
BASIC COMBOS:

S, Q, K
Q, K, K

COMBOABLE SPECIALS:

1000 Staffs - Hold S for 2 seconds, release (can be followed by special)
Staff Sweep - D, F, Q then another special)
Leg Sweep - B + K
Fierce - Q + S
Spin Kick - B, D, F, K
Lowhigh - F, D, B, S (sweeps then chops)
Slide Right - E + Q

B = Back, D = Down, F = Forward, J = Jump, Q = Quick S = Strong, K = Kick, E = Evade



STAND ALONE SPECIALS:

Orb - Hold B for 2 seconds, F, S (holds victim still for 1.5 seconds)
Block/Kick - F, D, B, K (can be followed with a special)
Thrust - B, F, Q (can be followed with a special)

MORE STAND ALONE SPECIALS:

Slide Left - E + S
Knockout - B, D, F, S
Overhand - F + Q + S

FATALITY

B, F, B, F, S

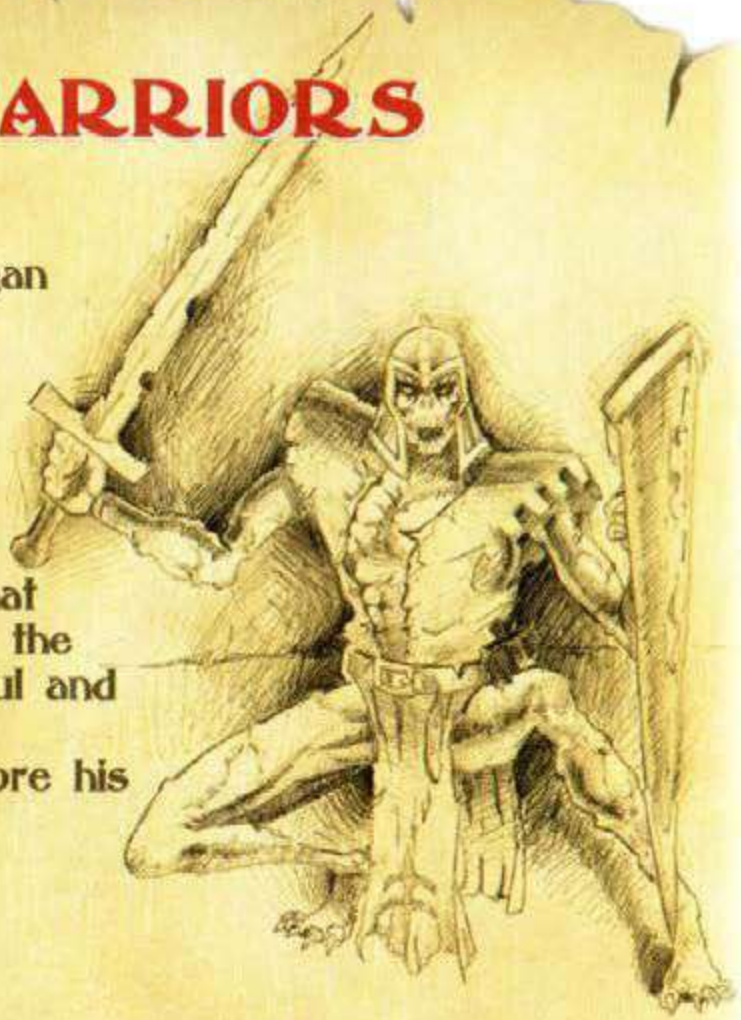
FIGHTING STATISTICS

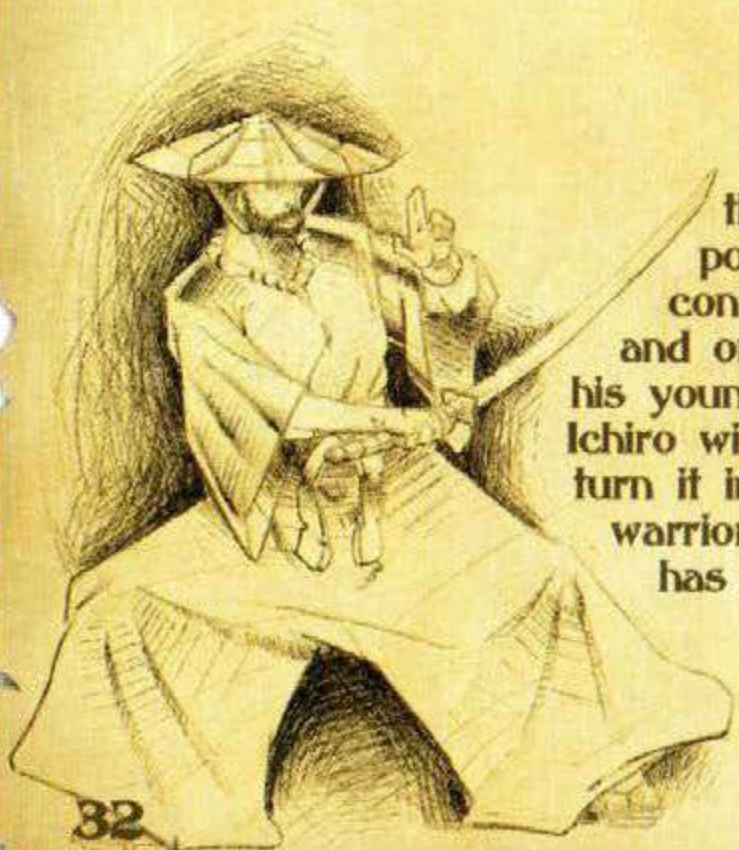
Speed	10
Power	5
Reach	6
Armor	3

THE WARRIORS

SIR DREGAN

Asmodeus made Dregan a member of the Covenant of seven, promising Dregan access to plenty of souls in return for his loyalty. Now Dregan has learned that Asmodeus has known the location of his lost soul and that the power of the Mace can restore his humanity.





ICHIRO

Ichiro wants more then just the taste of power; he hungers to control the great Mace, and once and for all crush his younger brother Takeshi. Ichiro will rule Japan and turn it into the greatest warrior nation the world has ever seen.

GAR GUDRUNSON

Gar Gudrunson, of the dwarves, has a vision: he is marching across the battlefields above a strange engine, solidly built of iron and brass and powered by steam. In his dream, Gar's bizarre creation smashes the enemy and wins freedom for the dwarven legions.

HELLKNIGHT

The Hellknight is a minor demon from hell who has been dispatched to destroy Asmodeus and return the Mace of Tanis to its rightful owner. Each use of the Mace drains power from hell, sending the nether realms into chaos. Following the trail of evil energy, the Hellknight has at long last found the Earth and the castle of Asmodeus.

SCORING

If you're taking on the computer in a 1 Player game, you'll receive a score update after each victory. The Score Screen keeps track of your vanquished opponents and your cumulative score.

You'll receive bonus points for:

TIME

The sooner you finish off your opponent, the more points you'll receive.

HEALTH

Health bonus points are 150 points for each full health bar per round. if you win two rounds with full health in each, it's 300 points..

PERFECT

A Perfect Victory means you didn't receive a scratch, therefore you will receive 100 more points.

EXECUTION

The point givers love it when you execute your opponents, so an extra 100 points are coming your way if you show your stuff.

WINNING STREAKS

Mace: The Dark Age allows you to enter your initials when you put together an impressive winning streak. When your streak comes to an end, the Enter Initials Screen will appear as long as your streak cracks the top ten. Press the Control Pad UP, DOWN, LEFT or RIGHT to highlight a character, then press the A BUTTON to select it. Repeat the process to enter all three initials. Select ← to back up and fix mistakes. When you've finished, select END.

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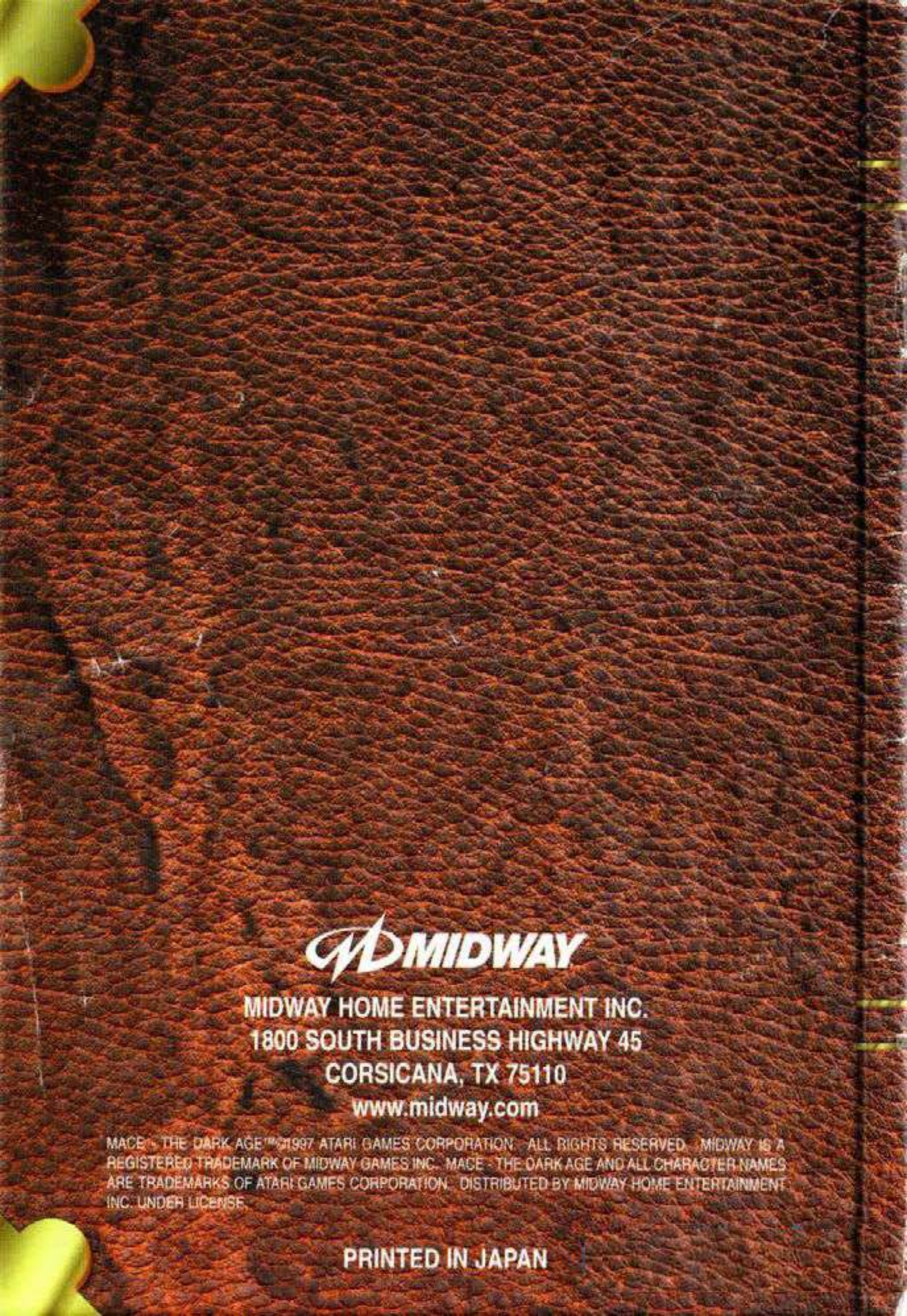

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